ATARI® PROGRAM exchange

ANTHILL
by
Steve Bittrolff

USER iNSTRUCTIONS
(5/01/81)

USER-WRITTEN SOFTWARE FOR ATARI PERSONAL COMPUTER SYSTEMS

(APX-10024)
(APX-20024)

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USER INSTRUCTIONS

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INTRODUCTION

GAME OVERVIEW

You and a friend are at the bottom of a subterranean anthill. The air is thinning out rapidly. Enough of this exploring, you say to each other, it's time to split!

You decide to race each other to the top. The first up, wins. But to win, you'll have to combine a sharp eye, quick reflexes, and strategic planning. It's not simply a matter of tracing the quickest path and using your joystick to get yourself up to the top. This anthill happens to be at a construction site, and so paths open and close in the maze as the earth shifts under the weight of the heavy machinery. You could make it up to the last layer only to find yourself trapped on all sides! Then you can wait patiently, hoping a path will reopen soon, or you can admit temporary defeat, push the red button on your joystick to position yourself back at the bottom of the maze, and start off again.

To make matters even worse, a frantic blue ant scurries around the maze trying to keep you both from deserting him. If he zaps you, you're involuntarily thrown back to the bottom and your struggle begins all over again.

Luck will help you a little in ANTHILL, but mostly you must rely on skill!

REQUIRED ACCESSORIES

8K RAM for cassette version
16K RAM for diskette version
ATARI BASIC Language Cartridge
ATARI 410 Program Recorder for cassette
ATARI 810 Disk Drive for diskette
ATARI Joystick Controllers

GETTING STARTED

SETTING UP

1. Plug your joystick controllers into the first and second controller jacks on your computer console.

2. If you have the cassette version of ANTHILL:

    a. Insert the game cassette in the program recorder, press REWIND, and then press PLAY.

    b. Type CLOAD and press the RETURN key twice.

    c. After the game loads into RAM, you'll see the READY prompt. Type RUN and press the RETURN key.

If you have the diskette version of ANTHILL:

    a. Turn on your disk drive and insert the game diskette.

    b. Power up your computer and turn on your video screen.

    c. At the READY prompt, type RUN "D:ANTHILL" and press the RETURN key. If you're using more than one disk drive, remember to follow the device initial (D) with the number of the drive containing ANTHILL (e.g., RUN "D2:ANTHILL" for disk drive two). The game will load into RAM and start.

FIRST DISPLAY SCREEN

Your video screen will contain the scoring display and the copyright notice:

<div align="center">

ANTHILL

BLUE   GREEN
0   0

PRESS START TO PLAY

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</div>

SCORING CHOICES

Before beginning the game, decide whether the winner is the leader after a set number of rounds or whether the winner is the first to earn a set number of points. For example, the winner could be the one with more points at the end of five rounds. Or, the winner could be the first to reach 50 points.

HOW TO START

Position your joystick controller so that the red button is at the upper left-hand side, towards your video screen. Now press the START key to begin playing. The maze will build and change before your very eyes. Don't just stand there...get going!

PLAYING ANTHILL

Move your joystick forwards and backwards, left and right to move your marker in the corresponding direction through the maze toward the top.

You'll see a blue ant flitting around, opening and closing pathways. If this ant lands on you, you'll hear a short beep of gloating victory and find yourself back at the bottom of the maze. (Drat it!)

Sometimes you'll become trapped in the maze, with no open pathways. You can wait it out, if you're lazy. On the other hand, you can push the red button on your joystick controller to bounce yourself back to the bottom of the maze and start over. Sometimes a temporary setback pays off in the end!

The first to break through the top of the maze wins.

HINTS

You never know when a path will open, so constantly scan different parts of the maze.

Try to box your opponent into a corner so that you have the better chance of getting through an opening first.

SCORING

Your score depends on how many levels ahead of your opponent you are when you break through the top. For example, if you're five levels (rows) ahead, you earn five points. The maximum possible score per round is 22 points, for the maze's 22 levels. If you both reach the top simultaneously, neither earns points for that round.

PLAYING MORE ROUNDS AND RESTARTING THE GAME

To play another round with your scores accumulating, press the START key.

To restart the game with the score display reset to zero, first press the the OPTION key to erase the score, and then press the START key to begin playing.

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructuve
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

_____

_____

_____

8. What did you especially like about the user instructions?

_____

_____

_____

9. What revisions or additions would improve these instructions?

_____

_____

_____

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

_____

_____

11. Other comments about the software or user instructions:

_____

_____

_____

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